DOCUMENT RESUME

ED 446 863 PS 028 997

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TITLE Play and Learn with Arthur: Creative Activities for Children Ages 3 to 6. Volume 2, Program Numbers 301-315.
INSTITUTION WGBH-TV, Boston, MA.
SPONS AGENCY Department of Education, Washington, DC.; Corporation for Public Broadcasting, Washington, DC.
PUB DATE 1998-00-00
NOTE 33p.; For related documents, see PS 028 991-998. Illustrated by Marc Brown.
PUB TYPE Guides - Non-Classroom (055)
EDRS PRICE MF01/PC02 Plus Postage.
DESCRIPTORS *Class Activities; Early Childhood Education; *Emergent Literacy; *Learning Activities; Learning Centers (Classroom); *School Readiness; *Young Children
IDENTIFIERS *Arthur (Television Series); Public Broadcasting

ABSTRACT

Many experts agree that high-quality television can be an excellent supplement to active learning in the classroom and at home. This guide contains activities for children ages 3 to 6, each activity incorporating a theme or topic related to an episode of "Arthur" presented during the program's third season on the Public Broadcasting System. The guide presents 30 activities that can be done with materials commonly found in the home or classroom and that are designed to build school readiness skills, especially early and emergent literacy skills. All activities either have components for older and younger children or are adaptable for different ages. Many activities also include child-centered learning areas, based on the themes of the activities and episodes, that allow children to explore on their own. Each activity describes the skills addressed, the needed materials, and easy-to-follow directions. Many activities also include ways for children to be active within their neighborhoods, ideas for involving parents and family members, suggestions for learning centers, ways to enrich and extend the activity beyond the one-day period, and ideas for group discussion. Also included in the guide are "Arthur" episode descriptions, recipes, a resource list, suggested "Arthur" book titles, and an "Arthur" coloring sheet. (KB)

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Play and Learn with Arthur

Volume 2

Creative Activities for Children
Ages 3 to 6

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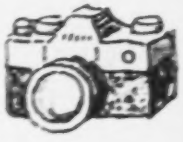

Dear Educator:

Libby's Juicy Juice has been a proud sponsor of the award-winning PBS series ARTHUR™ since its debut in 1996. Promoting literacy has always been a priority for us through a long-standing relationship with Reading Is Fundamental. We believe that ARTHUR is another dynamic tool for encouraging children to improve their reading and writing skills.

Because we share the same commitment to enhancing the development of young children, we applaud the efforts of PBS in producing quality educational television.

Libby's Juicy Juice hopes that these materials will be a valuable classroom resource to teach your students the lessons and activities that complement ARTHUR programming.

Happy reading!

Libby's Juicy Juice

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This guide is a companion volume to Play and Learn with Arthur, Volume 1. To order a free copy (be sure to specify "Volume 1"), contact:

Play and Learn with Arthur, Volume 1
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About this Guide

In the Fall of 1997 *Play and Learn with Arthur, Volume 1*, was published. Since then, we have heard from child-care providers, teachers, and parents about how much children enjoy the hands-on activities in the guide. To accompany the new episodes for the third season of the Emmy award-winning PBS series, we have created *Play and Learn with Arthur, Volume 2*. Developed with a team of preschool educators, *Volume 2* has 30 activities that can be done with materials commonly found in the home or classroom. The activities are designed to build school readiness skills, especially early and emergent literacy skills, for children ages 3–6. All activities either have components for older and younger children or are adaptable for different ages. Many activities also include child-centered learning areas, based on the themes of the activities and episodes, that allow children to explore on their own.

Although each activity—one for every program—incorporates a theme or topic related to the ARTHUR episodes, the activities can easily be used independently of the series. However, many experts agree that high-quality television can be an excellent supplement to active learning. Classrooms and families can use educational television to discuss issues and enjoy new experiences. For children, watching and talking about the ARTHUR series often lead to reading and enjoying the *Arthur* books.

Children feel a connection to ARTHUR because they can identify with the characters' everyday experiences and dilemmas. For this young age group, we have created primarily hands-on activities, but we encourage you to explore the issues raised in the episodes. We often suggest ways to engage children in discussion. By watching and talking about ARTHUR, children can improve their social skills, solve problems, and think creatively. It is our hope that this activity guide conveys Arthur's enthusiasm for learning and inspires children to investigate the world around them.

About the Activities

Each 12-minute ARTHUR program has a corresponding activity, indicated below. To help you access activities that support your learning objectives, the title of the activity is listed along with the content area and skills the activity covers. The indexes on pages 26–27 also list the content areas and skills of the activities, as well as the content areas of the Learning Centers.

Activity	Content Area	Skills	ARTHUR Episode	Page
I Can Do That!	discussing accomplishments, self-portraits	art skills, language and literacy skills, social and emotional development	"Buster's Back"	4
Songs in the Key of Buster	songwriting	creative thinking skills, language and literacy skills, music skills	**"The Ballad of Buster Baxter"**	4
Where's the Fire?	fire safety	life skills, problem-solving skills	"D.W. All Fired Up"	5
To Market, to Market	making a shopping list	language and literacy skills, life skills, math skills, social and emotional development	**"I'd Rather Read It Myself"**	5
Ahoy There, Matey!	making toy boats learning about whales	art skills, creative thinking skills, language and literacy skills	"Arthur Goes Crosswire"	6
Do It Together	cooperative games	gross motor skills, social and emotional development	**"Sue Ellen and the Brainosaurus"**	6
May I Take Your Order?	creating a play restaurant	creative thinking skills, cultural/social diversity appreciation and understanding, language and literacy skills, life skills, math skills	"Background Blues"	7
Twinkle, Twinkle, Little Star	describing/performing talents	cultural/social diversity appreciation and understanding, language and literacy skills, social and emotional development	**"And Now Let's Talk to Some Kids"**	7
One Potato, Two Potato	counting, creating a bar graph	math skills	"The Chips Are Down"	8
Black & White & Read All Over	expressing happiness, searching for words and pictures in the newspaper	art skills, creative thinking and problem-solving skills, language and literacy skills, life skills	**"Revenge of the Chip"**	8
Chalk One Up!	learning the alphabet	art skills, fine motor skills, language and literacy skills	"Binky Rules"	9
The Beat Goes On	dancing, making music	creative thinking skills, gross motor skills/creative movement skills, music skills	**"Meet Binky"**	9
Do, Re, Mi	experimenting with musical sounds	creative thinking and problem-solving skills, music skills, science skills	"Arthur Rides the Bandwagon"	10
Kooky Cooking	making up recipes to accompany food pictures	creative thinking and problem-solving skills, language and literacy skills, life skills	**"Dad's Dessert Dilemma"**	10
Thumbs Up!	creating thumbprint animals	art skills, cultural/social diversity appreciation and understanding	"Popular Girls"	11
Emotion Locomotion	naming feelings, marching in a parade of feelings	gross motor skills/creative movement skills, music skills, social and emotional development	**"Buster's Growing Grudge"**	11
The Big Dig	archaeological dig	art skills, language and literacy skills, science skills, social and emotional development	"Arthur's Treasure Hunt"	12
On Your Mark	class Olympics	creative thinking and problem-solving skills, gross motor skills/creative movement skills, social and emotional development	**"Return of the King"**	12
Safe Play	learning rules for safe play	social and emotional development	"Attack of the Turbo Tibbles"	13
Spare Change	learning math concepts with coins	creative thinking and problem-solving skills, language and literacy skills, life skills, math skills	**"D.W. Tricks the Tooth Fairy"**	13
Flea, Fly, Flamingo	naming, discussing, and categorizing things that fly	creative movement skills, creative thinking and problem-solving skills, language and literacy skills, math skills	"Double Tibble Trouble"	16

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About the Activities continued...

Activity	Content Area	Skills	Arthur Episode	Page
In the Box	exercising imagination	art skills, creative thinking and problem-solving skills	"Arthur's Almost Live Not Real Music Festival"	16
Never Fear	making courage cards	language and literacy skills, social and emotional development	"What Scared Sue Ellen?"	17
Green Beans	growing and caring for plants	language and literacy skills, life skills, science skills, social and emotional development	"Clarissa Is Cracked"	17
Mime Time	pantomiming	creative thinking and problem-solving skills, language and literacy skills, social and emotional development	"Arthur's Dummy Disaster"	18
Like Cats and Dogs	making cat and dog bookmarks	art skills, creative movement skills, language and literacy skills	"Francine and the Feline"	18
Bowl Me Over	bowling/counting game, learning how to apologize	gross motor skills, math skills, social and emotional development	"Mom and Dad Have a Great Big Fight"	19
Today's the Day	making a calendar	language and literacy skills, life skills, math skills	"D.W.'s Perfect Wish"	19
Lighten the Load	science experiment	creative thinking and problem-solving skills, science skills	"Arthur and D.W. Clean Up"	20
Let It Snow!	making snow globes	art skills, creative thinking and problem-solving skills	"The Long Dull Winter"	20

Activity Skills

Each activity in this guide has been designed to address the specific needs of preschool- and kindergarten-aged children and to support the development of the skills outlined in this chart.

Skills	Methods	Outcomes
Social and emotional development	Through discussion, role-playing, and cooperative games, children explore issues such as sibling rivalry, friendship, jealousy, sharing, and fears.	Strengthens self-awareness and self-esteem; provides information and support.
Language and literacy skills	Letter, word, and shape recognition; vocabulary development; storytelling; oral presentation; and writing are infused throughout the activities.	Provides opportunities to practice and enhance language and literacy; fosters an appreciation of books and reading.
Creative thinking and problem-solving skills	Role-playing, brainstorming, cooperative games, art, and music activities encourage children's imaginative play and help build problem-solving skills.	Encourages children to formulate solutions, stretch their imaginations.
Gross motor skills/ creative movement skills	Active play, dance, and gymnastics promote exercise and creative movement.	Encourages body awareness and control, enjoyment of dance as expression.
Life skills	Role-playing, cooking, field trips, and games make topics such as fire safety and nutrition fun and easy to understand.	Offers essential, practical information and experience.
Math skills	Activities about counting, estimating, graphing, sorting, and recognizing patterns introduce mathematical concepts.	Builds familiarity with numbers and simple math concepts.
Science skills	Observing, experimenting, and making predictions help children learn about the natural world, scientific phenomena, and scientific method.	Emphasizes simple science concepts and provides opportunities for hands-on exploration.
Art skills/music skills	A variety of media, including drawing, painting, singing, and making musical instruments introduce art and music.	Builds appreciation for the arts and artistic expression.
Cultural/social diversity appreciation and understanding	Discussion, books, role-playing, and games encourage children to understand and appreciate multicultural perspectives	Develops self-respect and a respect for others; encourages children to value new experiences.

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I Can Do That!

Discussing their accomplishments and creating illustrations of things they have learned to do help children develop and improve

- **art skills**
- **language and literacy skills (vocabulary)**
- **social and emotional development (self-esteem, self-expression)**

Materials

- art supplies
- paper

Learning something new often helps you change and grow inside. Tell children about a skill you learned that made you feel different. Invite children to share how they felt when they learned to do something new, like tying their shoes, pouring juice, writing their name. You may want to define some new words for them, such as "proud."

Children can create illustrations representing themselves doing something they have learned. Hang the pictures in a gallery of accomplishments called "I Can . . . " Older children might want to draw a picture of what they want to do when they grow up.

In the Learning Center

Science Center

To show children that change is sometimes visible, make a cut on the bottom of a leafy stalk of celery and place it in a glass of colored water (use lots of food coloring). Have children observe how the celery changes color and draw the stages of change in an "observation journal."

Buster's Back

program number 201

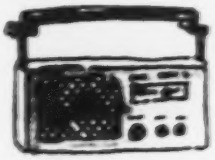
Buster's coming home! But Arthur's worried that Buster will be different. Will he still want to hang out with plain old Arthur?

Songs in the Key of Buster

Making up new words to a familiar song helps children develop and improve

- **creative thinking skills**
- **language and literacy skills**
- **music skills**

Materials



- chart paper
- marker

The minstrel moose in "The Ballad of Buster Baxter" makes up songs to tell Buster's story. Children can make up their own songs about the Arthur characters too. Use the tune of a familiar song, such as "If You're Happy and You Know It." Then have the group think of words and movements about the Arthur characters to use instead. *If Buster is happy and he knows it, he wiggles his ears. If D.W. is angry and she knows it, she stamps her feet.* Write the new song on chart paper, pointing to the words as you sing. Teach the song to another class.

Family Connection

Give family members some tips on how to help their children appreciate different types of music. They can borrow tapes and CDs from their local library or from friends, listen to different radio stations in the car, and check their community newspaper for free musical events like concerts and parades.

The Ballad of Buster Baxter

program number 201

A minstrel moose sings the story of Buster Baxter, who worries that his friends have changed while he was away.

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Where's the Fire?

Becoming familiar with fire safety helps children develop and improve

- **life skills**
- **problem-solving skills**

Materials

- audiocassette tape
- tape recorder

It's important for children to learn fire safety, although the idea of a fire drill may make them nervous. Tape record sounds of a fire alarm, smoke detector, and a fire truck. Let children listen and control the volume to become accustomed to the noises.

Have a firefighter from your local fire department visit the class. He or she can talk about being a firefighter, show the uniform and mask, and talk about what to do in a fire drill (for example, lining up quickly and quietly; exiting in an orderly manner; meeting at a predesignated area). Fire departments often have stickers for kids and handouts about fire safety you can send home.

In the Learning Center

Drama Center

Set up a pretend fire station by providing fire hats, flashlights, short lengths of hose, a step stool, etc.

Library Center

Read *Clifford the Fire House Dog* by Norma Bridwell, *Fire! Fire!* by Gail Gibbons, and *Rainbow Crow*, retold by Nancy Van Laan.

D.W. All Fired Up

program number 202

D.W. is afraid of an upcoming fire drill, so she decides to stay home from school until the drill is over.

To Market, to Market

Making an alphabet shopping list helps children develop and improve

- **language and literacy skills (letter recognition)**
- **life skills**
- **math skills (sorting)**
- **social and emotional development (cooperation)**

Materials

- chart paper
- glue
- index cards
- markers
- scissors
- supermarket flyers

Young children love to help with grown-up tasks. Tell children that you are going grocery shopping, and they can help you make the shopping list. Post a chart paper list with letters of the alphabet as headings. Distribute to pairs of children an index card with one of those letters of the alphabet printed on it and a supermarket flyer. The children's job is to scan the flyers for words that begin with their letter, cut out the word and its accompanying picture, and glue it to the chart paper.

After the groups have glued their items on the list, the whole class can work together to group the items into categories such as produce, canned goods, drinks, and household supplies.

Community Connection

Take a walk and have children look for signs that start with different letters—*s* for stop, *w* for walk, etc. Younger children might also name shapes they see.

I'd Rather Read It Myself

program number 202

The Tibble Twins seem able to do everything better than D.W., but they're really impressed when she tells them she can read. Can she?

Ahoy There, Matey!

Creating toy boats helps children develop and improve

- **art skills**
- **creative thinking skills**
- **language and literacy skills**

Materials

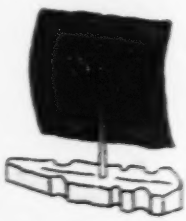
- ○ art supplies
- ○ clay
- ○ colored paper
- ○ scissors
- ○ toothpicks
- ○ wooden clip clothespins (with the metal springs removed)

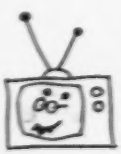
Arthur's friend Muffy uses her yacht to go whale watching. Invite children to make toy yachts of their own. Have each child glue the two halves of a clothespin together to make a boat; a hole will remain near the center. While the glue is drying, have children cut a 2-inch-square sail out of paper. Insert a toothpick mast through each sail. Place clay into the hole in the boat and insert the mast.

Children can decorate their boats and masts. Launch the boats in the water table, add some toy whales, and you're off for some whale watching fun!

Take It Further

Read aloud books about whales to learn where they live, what they eat, how they breathe, how big they are, and how they are different from fish. Have children write and illustrate the findings on an "All About Whales" bulletin board.





Arthur Goes Crosswire
program number 305
Arthur's been acting just like Muffy ever since he went out on her yacht. Vomitrocious! Can he be "de-Muffified"?

Do It Together

Participating in cooperative games helps children develop and improve

- **gross motor skills**
- **social and emotional development (cooperation)**

Materials

- ○ blankets
- ○ lots of balls
- ○ masking tape

As the Brain discovers, working together can be fun *and* productive! Have children try these cooperative games.

Ants in a Line: The ants (children) have to move the pebbles (balls) blocking their anthill from one area of the room to another. First, have each child try to move all the balls in one trip. Then have children work together by lining up and forming a pebble brigade to pass the pebbles from ant to ant.

Scratch My Back: All of the bears (children) in Honey Hollow have an itch (piece of masking tape) right in the center of their backs. Have kids try to remove the masking tape by themselves. Then, have them work with a partner to "scratch" the itch.

Picnic Blanket: The rabbits (children) have had a lovely picnic at the seaside, but now it's time to go home. Have rabbits work alone and then in pairs to fold the picnic blankets.

Sue Ellen and the Brainosaurus
program number 308
Sue Ellen and the Brain are paired up for a class project, and Sue Ellen expects them to work as a team. Will the Brain tolerate anyone messing with his perfect A?

May I Take Your Order?

Planning and creating a play restaurant and role-playing different jobs help children develop and improve

- **creative thinking skills**
- **cultural/social diversity appreciation and understanding**
- **language and literacy skills**
- **life skills**
- **math skills**

Materials

- cardboard
- clay
- food magazines, supermarket flyers
- glue
- restaurant supplies such as aprons, plastic spoons, forks, cups, plates, trays, play money, cash register, pots and pans, small pads of paper, pencils, tables, chairs, and placemats

Young children love to engage in pretend play of real-life occupations. Help children create their own restaurant. Brainstorm with the group a list of all the supplies they'll need.

Provide restaurant supplies. Children can make menus by cutting food pictures out of magazines or supermarket flyers and gluing them on cardboard. They can also make food out of clay. Discuss what you might hear in a restaurant: *May I take your order? This is delicious! Thank you; come again.* Let children take turns role-playing customers, waiters and waitresses (taking orders by writing or drawing), cooks, and cashiers.

In the Learning Center

Cooking Center

Provide children with ingredients for a "burger" snack—rice cakes and apple butter; round pieces of bread (use a cookie cutter) and jam. (Be aware of food allergies.)

Background Blues

program number 30;

While exploring her family background, Francine imagines all kinds of exciting ancestors. But she learns to be proud that her grandfather used to own a restaurant.

Twinkle, Twinkle, Little Star

Describing and performing things they're good at help children develop and improve

- **cultural/social diversity appreciation and understanding**
- **language and literacy skills**
- **social and emotional development (self-esteem)**

Materials

- art supplies
- large-appliance cardboard box
- video camera (optional)

Most children will never appear on television, but they're all stars in their own right. Help children think of things they're good at—dancing, counting, singing, reciting a rhyme. They can make a television by cutting the center out of the opposite sides of a box, then drawing dials, buttons, and knobs. Have children step into the box one at a time so they look like they are on TV to those who are watching. Children can describe what they are good at and, if possible, perform their special skills. Videotape the show, if you have a camera, so everyone can see themselves on TV.

In the Learning Center

Art/Writing Center

Children cut out a star shape from silver paper or aluminum foil. Help them write their names on the stars. Hang the stars for a year-round constellation of class stars.

And Now Let's Talk to Some Kids

program number 31;

The Magic Toolbox show is coming to Mr. Rathburn's class to put the kids on TV! The children prepare to showcase their talents for stardom.

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One Potato, Two Potato

Counting and creating a bar graph help children develop and improve

- **math skills**

Materials

- chart paper
- circle stickers
- counters (beads, bottle caps, etc.)
- cups
- marker
- stickers

Talk with children about vegetables and what can be made from them (like potato chips!). Have children practice counting by voting for their favorite vegetables. First make a list on chart paper of all the vegetables kids can think of, adding pictures for nonreaders.

Give each child a cup and enough counters to represent the whole class. While the tallying is going on, have children place one counter in their cup for every "vote," and then empty their cup for the next tally. Write the number of votes next to each vegetable on the list. You can also show the results with a bar graph on chart paper. Children place a sticker in their preferred vegetable row.

In the Learning Center

Writing Center

Some potato chips are green because the potatoes were immature when harvested or the soil did not cover the potato. Have children draw pictures of their own theories of why green potato chips exist, then label or dictate their explanations.

The Chips Are Down

program number 205

D.W. ate a beautiful green potato chip. But now she thinks it was poisonous. She resolves to live what's left of her life to the fullest.

Black & White & Read All Over

Creating "smile umbrellas" and going on a newspaper hunt help children develop and improve

- **art skills**
- **creative thinking and problem-solving skills**
- **language and literacy skills (letter/word/shape recognition)**
- **life skills**

Materials

- chart paper
- marker
- newspapers
- oaktag stencil of an umbrella
- scissors
- tape

In "Revenge of the Chip," the newspaper article "Let a Smile Be Your Umbrella" embarrassed D.W. Here are two fun newspaper activities for kids.

Newspaper Umbrellas: Help children trace the umbrella stencil and cut umbrellas out of newspaper. Have each child dictate to you what makes him or her smile, and write it in bold letters on the umbrella. Hang the Smile Umbrellas around the room.

Newspaper Hunt: Have children look through newspapers to find various pictures of items you choose, such as a picture of a baby, the number 5, the letter K, etc. Write the items, with sketches for nonreaders, on chart paper for all to see. When children find an item, they cut it out and tape it to the chart paper.

In the Learning Center

Library Center

Read books about embarrasement such as *The Blushful Hippopotamus* by Chris Raschka and *Weird Parents* by Audrey Wood.

Revenge of the Chip

program number 205

D.W. just can't live down that green potato chip story. When it hits the local paper, she figures she'll have to wear a football helmet for the rest of her life.

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Chalk One Up!

Learning letters and drawing with chalk helps children develop and improve

- **art skills**
- **fine motor skills**
- **language and literacy skills (letter/word recognition, vocabulary development)**

Materials

- black paper
- chalk
- glue
- rough-grit sandpaper
- scissors
- stiff paper or board

Binky's name mysteriously appears in chalk all over the school in "Binky Rules." Try this Mystery Name Rub. First, cut the letters of the alphabet from the sandpaper and glue them to a large, stiff piece of paper or board. (You can keep this sandpaper alphabet in the classroom for future alphabet activities.)

Have children take turns selecting the letters of their names from the sandpaper alphabet. Younger children can select just their initial. Children place black paper over the sandpaper letters and rub with sidewalk chalk. As children rub, their names mysteriously appear on the black paper!

In the Learning Center

Library Center

Provide books about drawing such as *Harold and the Purple Crayon* by Crockett Johnson and *The Paper Princess* by Elisa Kleven.

Binky Rules

program number 306

When the words "Binky Rules" start appearing in graffiti all over the school, Mr. Morris thinks Binky must be to blame.

Program Discussion: Stop the program after Mr. Morris gets the scrub brush for Binky. Discuss with children things you should, and shouldn't, write on.

The Beat Goes On

Making and dancing to music helps children develop and improve

- **creative thinking skills**
- **gross motor skills/creative movement skills**
- **music skills**

Materials

- toe-tapping music from many cultures, such as *Fiesta Musical, A Child's Celebration of Rock 'N' Roll, Choo Choo Boogaloo, Reggae for Kids*
- variety of instruments, such as drums, bongos, guitars, maracas, tambourines, kalimbas, shekeres, spoons, tick-tock blocks

In "Meet Binky," Arthur and his friends are disappointed to find that the members of their favorite band are computer images. Help children form their own musical band starring very real members—themselves!

Clear an area of the room for the stage and dance floor. Have one group of children choose an instrument to play, put on some music, and let the concert begin! Encourage children to sing along. Invite the other group of children to dance to the rhythm. They can have fun making up dances with names like "the Snake," "the Swim," etc. Have children switch places after the first "set."

In the Learning Center

Library Center

Share stories about music and bands, such as *The Happy Hedgehog Band* by Martin Waddell, *Hip Cat* by Jonathan London, *Max Found Two Sticks* by Brian Pinkney, and *Nicholas Cricket* by Joyce Maxner.

Math Center

Children can imitate a pattern you beat on a drum by clapping their hands or beating on their own drums.

Meet Binky

program number 306

Arthur and the gang have tickets to see the band called Binky—the newest, hottest craze in Elwood City.

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Do, Re, Mi

Experimenting with musical sounds helps children develop and improve

- **creative thinking and problem-solving skills**
- **music skills**
- **science skills (observing, predicting)**

Materials

- 8 glasses
- food coloring (optional)
- spoon
- water

In "Arthur Rides the Bandwagon," Arthur starts a fad by playing music with a juice cap. Help children make their own unusual instrument with water, glasses, and a spoon!

Pour varying amounts of water into each glass, increasing the water level so that the last glass contains the most water. Use food coloring to create a rainbow effect. Place the glasses in a tub to avoid spills. Show children how to tap the glasses *gently* with a spoon to hear higher and lower notes. (This activity should be supervised by an adult at all times.) Ask them to predict how the sound will be affected by the different amounts of water. Children can then make wonderful water music.

Family Connection

Have family members come in and teach the group a song that was popular when they were children.

Arthur Rides the Bandwagon
program number 307
Arthur tries to avoid the new fad toy called Woogles. But when all his friends have one, he feels left out.

Kooky Cooking

Dictating their own versions of recipes helps children develop and improve

- **creative thinking and problem-solving skills**
- **language and literacy skills**
- **life skills**

Materials

- art supplies
- illustrated cookbooks, food magazines
- paper

Arthur's dad cooks some pretty strange things, like cinnamon toast soufflé. Invite children to find pictures of yummy food in cookbooks and food magazines. Ask them to tell you how to make the food and write down their instructions. You may need to ask questions like, *What ingredients do you need? How long do you cook it?* Encourage children to use specific words to describe color, size, shape, texture, and taste. The recipes can be hilarious, so try to keep a straight face!

Have children illustrate their recipes. Photocopy all the recipes and compile them in a class cookbook (see page 21 for instructions). Insert each child's original recipe and drawing in their book. Don't forget to add a dedication!

Take It Further

Help kids cook something from a children's cookbook such as *Pretend Soup* by Mollie Katzen and Ann Henderson.

Dad's Dessert Dilemma
program number 307
Arthur is embarrassed by Dad's dessert experiments, until his friends try one and love it. Soon Arthur is volunteering Dad to provide desserts for them.

Thumbs Up!

Observing their own thumbprints and creating thumbprint animals help children develop and improve

- **art skills**
- **cultural/social diversity appreciation and understanding**

Materials

- art supplies
- magnifying glasses
- washable rubber stamp inkpad
- white paper

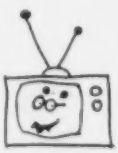
What do thumbprints and snowflakes have in common? They're unique—no two thumbprints or snowflakes are the same. Help children press their thumbs on an inkpad, and then on paper. Let children observe their thumbprints with a magnifying glass. What do they notice?

After the thumbprints are dry, invite children to use markers and crayons to turn the thumbprints into animals—two thumbprints side by side become a butterfly with the addition of a body, head, antennae, and spots. Other easily made thumbprint animals are fish, ladybugs, bumblebees, frogs, mice, and spiders. (See *Ed Emberley's Great Thumbprint Drawing Book* for more examples of thumbprint art.)

In the Learning Center

Library Center

Enjoy books such as *The Mixed-up Chameleon* by Eric Carle and *Amazing Grace* by Mary Hoffman, which stress the power of a positive self-image.



Popular Girls

program number 308

Sue Ellen and Fern take a popularity quiz. The results tell them they'll have to change their personalities to make everyone like them.

Program Discussion: Talk with children about the importance of being yourself. Emphasize how good it is that people, like snowflakes and thumbprints, are unique.

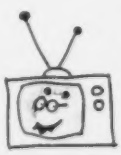
Emotion Locomation

Naming feelings and marching in a parade to express them help children develop and improve

- **gross motor skills/creative movement skills**
- **music skills**
- **social and emotional development**

Young children experience a wide range of emotions that they might not be able to name yet. Discuss different emotions. Then model some facial expressions and body movements and have kids name the emotion you are portraying. Invite children to march in a "Parade of Feelings." Encourage them to be dramatic with their bodies and facial expressions. Try angry feelings—how would they march if they were angry? Scared, sad, or happy? How about a proud parade? Or bored? Finally, let children have a silly parade. Encourage everyone to make funny faces and get their friends to laugh!

You might want to end your parade by playing a silly song you can easily add verses to, such as *Down by the Bay* and *Iko, Iko*. Encourage kids to suggest other songs they like and to say how those songs make them feel.



Buster's Growing Grudge

program number 308

Buster makes up a joke, which he thinks is guaranteed to get him an A on a school report. But when Binky tells the class his joke, Buster is furious.

The Big Dig

Participating in an archaeological "dig" and creating a museum help children develop and improve

- **art skills**
- **language and literacy skills (vocabulary)**
- **science skills**
- **social and emotional development (cooperation)**

Materials

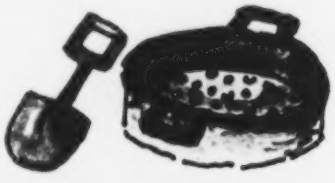
- paint brushes
- sand
- sifter or kitchen strainer
- shovels and spoons
- variety of small items (for example, toy dinosaurs, beads, feathers, shells), enough for each child to have one

Invite children to join you on an archaeological dig. Fill an empty water table or tray with sand and bury small items in it. Children can use archaeologists' tools—spoons, brushes, sifters—to find the hidden objects. Divide the class into two groups to facilitate the dig. Bury half of the items and send the first group to the site. When they have unearthed those objects, bury the rest of the objects and send the second group over.

Help children set up a "museum" to display their discoveries. Older children may enjoy writing labels for the artifacts. Discuss what kinds of objects are found in museums, using and defining words such as *museum*, *fossil*, *ancient*, etc.

Take It Further

Make Fossil Clay (see page 21) and let each child create a fossil.



Arthur's Treasure Hunt

program number 309

How can Arthur become a famous discoverer of lost civilizations when his mom won't let him dig up the backyard?

Program Discussion: Stop the program after D.W. warns Arthur not to dig in the yard. Ask, *What do you think Arthur should do?*

On Your Mark

Participating in a Class Olympics helps children develop and improve

- **creative thinking and problem-solving skills**
- **gross motor skills/creative movement skills**
- **social and emotional development (self-esteem)**

Create your own Class Olympics! Try to hold your Olympics outside, or put mats on the floor indoors. Remind children that the object is not to win but to have FUN!

Obstacle Course: Children plan and create a course they can go over, under, around, and through.

Balloon Volleyball: Children on either side of a taut string bat a balloon over the string.

Tumbling Tornadoes: Let kids tumble as they wish. Be sure to supervise!

Cross the Brook: Using tape or chalk, make two lines that are a foot apart. Children hop or run across the "brook." They can work together to build a "bridge" with classroom materials.

Cooperative Race: Partners link a part of their bodies together (such as elbows or hands) and run to a finish line.

In the Learning Center

Art/Writing Center

Have children create their own Olympic medals and hold a medal ceremony.

Return of the King

program number 309

At a field trip to the Renaissance fair, Mr. Ratburn's class can't seem to win any events against the class led by his former teacher and archrival, Mr. Pryce-Jones.

Safe Play

Differentiating between safe play and aggressive, unsafe play helps children improve

- **social and emotional development**

Materials

- art supplies
- paper
- puppets

As the Tibble Twins learned, it's important to be respectful to others when playing. Discuss safe play with children and suggest some rules. Encourage them to add rules too. Create a list of the guidelines and post it on chart paper. For example:

Safe Play Rules

DO ask if someone else wants to play.
DO take turns.
DON'T hit, push, kick, or bite.
DON'T wreck another child's work.

Help younger children explore the issue by role-playing safe play behavior in various situations. Older children can use stuffed animals or puppets to act out play scenarios with each other. Suggest positive ways to correct unsafe play (for example, helping another child rebuild a structure that was knocked down, and apologizing). As situations arise, remind children of the Safe Play Rules they helped establish.

Attack of the Turbo Tibbles

program number 410

After watching a forbidden (and violent) kids' show, the Tibble Twins start playing roughly.

Program Discussion: Ask what the Tibble Twins should have done differently. Remind children to get help from an adult right away when someone gets hurt.

Spare Change

Participating in math activities involving money helps children develop and improve

- **creative thinking and problem-solving skills**
- **language and literacy skills (vocabulary)**
- **life skills**
- **math skills**

Materials

- empty container with lid
- pennies, nickels, dimes, and quarters

Money and math go hand in hand, so invite children to try these money math activities.

Sorting: Children sort a pile of change into pennies, nickels, dimes, and quarters (by color or size) and then count the coins in each category.

Patterns: Begin a pattern with different coins, then ask children to continue.

Heads or Tails: Shake some coins in an empty container with a lid and then scatter them on the table. Explain the terms "heads" and "tails." Children can count the number of "heads" and "tails."

In the Learning Center

Science Center

Prepare four bowls, each containing one of the following: 2 tbsp. vinegar; 1 tsp. salt; 1 tsp. salt and 2 tbsp. water; 1 tsp. salt and 2 tbsp. vinegar. Add a tarnished penny to each bowl. Children predict which penny will become shiny. Observe at five-minute intervals.

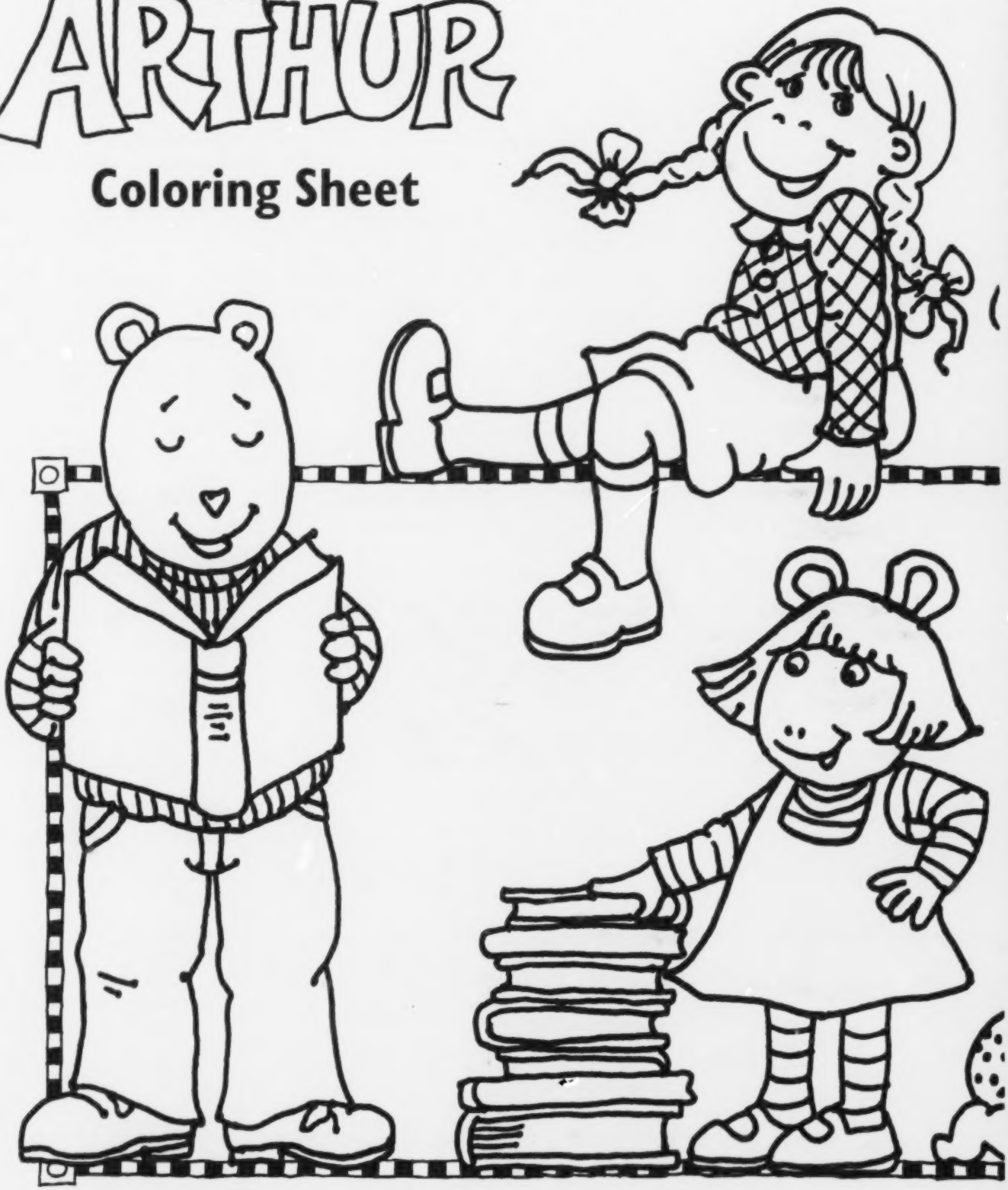
D.W. Tricks the Tooth Fairy

program number 410

D.W. wants money to buy a new toy. She hasn't lost any teeth, but can she pull a fast one on the Tooth Fairy to get some much needed change?

ARTHUR™

Coloring Sheet



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WGBH CINAR

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Watch Arthur and his friends on PBS.
Juicy Juice
SEE IT ON PBS

Flea, Fly, Flamingo

Naming things or animals that fly, discussing how they move, and categorizing them help children develop and improve

- **creative movement skills**
- **creative thinking and problem-solving skills**
- **language and literacy skills (vocabulary)**
- **math skills (comparing and contrasting, sorting)**

Materials

- chart paper
- pictures of things or animals that fly from magazines, mounted on cardboard
- small "flying" toys

A plane is only one of many things that fly. Ask children to name as many flying objects or animals as they can: plane, bubble, kite, balloon, bird, etc. Write their suggestions on chart paper.

Talk about the quality of the flying: What zooms or floats? Flutters or soars? Invite children to show you how to zoom, soar, and flutter.

Have children work in small groups or as a class to categorize the things that fly. Suggest some categories to get them started, such as size, speed, living being or machine. Let children classify the items as they wish, explaining the reasons for their groupings. Try to anticipate the items children might suggest, and have on hand small representative toys or pictures mounted on cardboard. How many different ways are there to group the items?

In the Learning Center

Math Center

Children can fly premade paper airplanes (see *Paper Airplanes* by Nick Robinson for ideas) and measure how far they flew.

Double Tibble Trouble

program number 311

When Timmy Tibble gets sick, D.W. and Emily try to keep Tommy cheered. But Tibble games, like pretending to be an airplane, can be exhausting.

In the Box

Imagining what to make from a cardboard box and creating it help children develop and improve

- **art skills**
- **creative thinking and problem-solving skills**

Materials

- art supplies
- large-appliance cardboard box
- props

Children's imaginations can take them anywhere they want to go. And what better vehicle to travel in than a big cardboard box! Invite children to explore the box and suggest other things it could be—a car, fire truck, sailboat, etc. Let the class vote on what the box will be.

Have children decorate the box. Add a few simple props and let children's imaginations take off. They can sail for the open sea or lift off for a lunar exploration! (Be sure to cut an adult viewing-hole in the top.)

In the Learning Center

Library Center

Read about the wonder of books and the imagination in *Edward and the Pirates* by David McPhail, *Regards to the Man in the Moon* by Ezra Jack Keats, and *Tomás and the Library Lady* by Pat Mora.

Arthur's Almost Live Not Real Music Festival

program number 311

Arthur and the gang use a cardboard box to create their own videos, ending up with a musical extravaganza celebrating books and the library.

Never Fear

Discussing what makes them feel brave and making courage cards help children develop and improve

- **language and literacy skills**
- **social and emotional development**

Materials

- art supplies
- blank index cards
- chart paper
- clear contact paper
- scissors

Discuss with children what helps them feel brave when they are scared. Write their ideas on chart paper, along with quick sketches for nonreaders. Suggestions might include a flashlight, a favorite stuffed animal, and having a family member nearby.

Ask kids to draw a picture on an index card of whatever it is that helps them to feel brave. They can label their pictures by dictating. Then help children carefully place their card between two pieces of contact paper, press, and rub the bubbles out. Trim the edges and children have a pocket-sized courage card!

In the Learning Center

Library Center

Provide stories about bravery such as "Dragons and Giants" from *Frog and Toad Together* by Arnold Lobel, *There's a Nightmare in My Closet* by Mercer Mayer, and *Sheila Rae the Brave* by Kevin Henkes.

What Scared Sue Ellen?

program number 312

Sue Ellen's not afraid of much, but when she hears a howling noise in the woods, she's scared.

Program Preview: The creepy sounds and dark woods might scare some children. This program may be most appropriate for older children.

Green Beans

Growing and caring for plants help children develop and improve

- **language and literacy skills**
- **life skills**
- **science skills (observing, predicting)**
- **social and emotional development (caring for others)**

Materials

- beans (pole, lima, or snap beans are easy to grow)
- fork
- marker
- masking tape
- *One Bean* by Anne Rockwell
- paper cups (one for each child)
- potting soil
- shallow tray

Like most living beings, plants are fragile, but taking care of them can be a rewarding experience. Read *One Bean*, about growing a plant and invite children to grow their own bean plants. To prepare, soak the beans overnight so they will grow faster, and poke holes in the bottom of the cups with a fork. Talk with children about plants, explaining that they need water and light to live.

Help each child fill his or her cup 3/4 full of dirt and then plant the bean under a shallow layer of dirt. Children can write their names on masking tape to identify their cup. Place the cups in a shallow tray in a sunny area. Show children how to water them and note the bean plants' changes as they grow. Children may enjoy taking their plants home after they've sprouted.

Clarissa Is Cracked

program number 312

Grandma Thora entrusts D.W. with her beloved doll Clarissa. But can D.W. take good care of this treasure?

Program Discussion: Stop the program when D.W. returns Clarissa to Grandma Thora. Ask, *Should D.W. tell her Grandma what happened to Clarissa?*

Mime Time

Pantomiming different activities and emotions helps children develop and improve

- **creative thinking and problem-solving skills**
- **language and literacy skills (nonverbal communication)**
- **social and emotional development**

Materials

- hat, bucket, or other container
- paper
- pencil

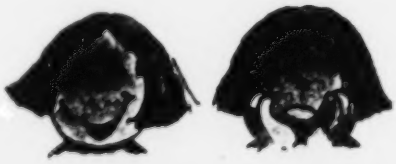
In "Arthur's Dummy Disaster," George uses a puppet to express himself. Children can also "talk" without speaking by pantomiming. Jot down different activities (for example, blowing up a balloon, just waking up, swimming) or emotions (for example, angry, surprised, happy) on slips of paper, making quick sketches for nonreaders. Place them in a container.

Have each child pick a slip of paper (assist kids in deciphering if necessary). Each child pantomimes the activity or emotion while the rest of the group tries to guess what it is. Make sure everyone has a chance to guess and pantomime.

In the Learning Center

Drama Center
Provide picture cards for pantomiming.

Library Center
Share stories about being shy, such as *Shy Charles* by Rosemary Wells, *Shy Vi* by Wendy Lewison, and *Speak Up, Blanche!* by Emily Arnold McCully.



Arthur's Dummy Disaster

program number 313

Shy George becomes popular when he brings a wooden dummy to school. But can George still be cool when everyone tires of the dummy?

Like Cats and Dogs

Acting like cats and dogs and making animal bookmarks help children develop and improve

- **art skills**
- **creative movement skills**
- **language and literacy skills**

Materials

- art supplies
- colored construction paper in circles, squares, and triangles
- felt or construction paper
- glue
- oaktag
- scissors

Many children in your class have cats and/or dogs at home or know people who do. Ask them to do their best impersonations of cats and dogs.

Have children make cat and dog bookmarks. First, make oaktag cat and dog heads. Help children trace and cut out the shapes from felt or construction paper. They can decorate their animal head. Supply circle, square, and triangle shapes for the animals' bodies. Have children add a shape whenever they read a new book. Start them off by reading cat and dog books like *Millions of Cats* by Wanda Gág and *Go, Dog, Go!* by P. D. Eastman.

Family Connection

Encourage reading at home by providing a list of books about cats and dogs, such as *The Adventures of Taxi Dog* by Debra and Sal Barracca, *Cross-Country Cat* by Mary Calhoun, *Ginger* by Charlotte Voake, and *Whistle for Willie* by Ezra Jack Keats.

Francine and the Feline

program number 313

Arthur thinks the best pet to have is a dog—he can't believe Francine's fallen for a cute little kitten!

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Bowl Me Over

Learning how to respond when they spill something and playing a numbers bowling game help children develop and improve

- **gross motor skills**
- **math skills**
- **social and emotional development**

Materials

- ball
- marker
- paper
- tape
- 10 one-quart or half-gallon milk cartons

We all accidentally spill things sometimes. Remind children that when they spill something, they don't have to feel bad. They can simply apologize and help clean up.

Have children pair up to play a bowling game called Spill the Milk. Label milk cartons with a number and corresponding dots from 1 to 10. Have children set up the cartons (in sequence!) in a tower, triangle, line, etc. The children take turns "spilling the milk" by knocking down the cartons with one roll of the ball. Encourage kids to role-play what to do when the milk spills: "I spilled the milk! I'm sorry." "That's OK. Let's clean it up together." Older children can add up the numbers on the cartons they knocked over; if they spilled a 7 and an 8, they can count the dots to 15.

Mom and Dad Have a Great Big Fight

program number 414

Some spilled milk and a forgotten dinner party cause Mom and Dad to argue. But Arthur and D.W. wonder if it's their fault.

Program Discussion: If you would like to address the issue of family conflicts, some good resources are *Becoming the Parent You Want to Be* by Laura Davis and Janis Jeyser (for adults), *Marguerite Kelly's Family Almanac* by Marguerite Kelly (for adults), and *The Quarreling Book* by Charlotte Zolotow (for children).

Today's the Day

Learning how to use calendars and making them help children develop and improve

- **language and literacy skills (functional reading)**
- **life skills**
- **math skills**

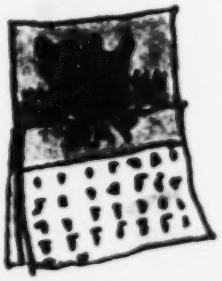
Materials

- art supplies
- chart paper
- glue
- unlined paper
- premade calendar grid
- scissors

It's easy to keep track of days when you know how to use a calendar. After you've shown one to the class and explained how to use it, try the following activities.

Month by Month: For older children, make a one-month calendar. Give children a large chart-paper grid of 35 blank squares, with the days of the week at the top, and a sheet of paper with squares numbered 1–31. Children cut apart the numbered squares and glue them in sequence on the calendar grid. To increase their familiarity with numbers, you may want to put the odd numbers on squares and the even numbers in circles.

Day by Day: Discuss the days of the week with younger children and invite them to decorate special days on a calendar grid. They can also draw a large picture to represent the month. Encourage families to involve children in marking events on their calendars at home.



D.W.'s Perfect Wish

program number 414

Turning five is a major event, and D.W. is determined to make this birthday wish really count.

Lighten the Load

Observing a science experiment and relating it to their own activities help children develop and improve

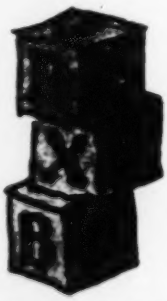
- **creative thinking and problem-solving skills**
- **science skills (observing, experimenting)**

Materials

- baking soda
- heavy objects (books, blocks, etc.)
- laundry basket
- raisins
- spoon
- tall, clear container
- vinegar
- water

Arthur's father says, "Many hands make light work." Invite children to test his theory. Fill a clothes basket with heavy objects such as blocks or books. Ask one child to try to lift the basket alone. Then have children lift the basket together. They'll see that many hands *do* make light work!

Next, fill a tall container with water and add 2–3 spoonfuls of vinegar. Stir, then add two or three raisins. Add a spoonful of baking soda. Don't stir. Watch the raisins rise as bubbles cling to their sides. Once a raisin rises to the surface, the bubbles will pop, the raisin will sink, only to float to the top again when enough bubbles have collected on its surface. Ask children, *Does the raisin float when only one bubble is stuck to it? What happens when many bubbles try to "lift" the raisin? How is it similar to when you lifted and carried the basket together?*



Arthur and D.W. Clean Up!

program number 315

Arthur will make it to the Happy Crazy Wow Day at the park only if he and D.W. can work together to clean their rooms.

Let It Snow!

Talking about winter activities and making a "snowstorm in a jar" help children develop and improve

- **art skills**
- **creative thinking and problem-solving skills**

Materials

- baby food jars (empty and clean)
- felt
- metallic glitter or confetti
- plastic "snow" (available at craft stores)
- small items (shell, rock, pine cone, small toy)
- water
- waterproof glue (hot glue or florist's clay)

Ask children what they like to do in the snow. Build snow figures? Make snow angels? If it doesn't snow where you live, ask children to *imagine* what they would do. Making a "snowstorm in a jar" is a fun activity no matter where you live. (As always, be sure to supervise the use of glass.)

Children glue a small item on the inside lid of the baby food jar. Next, they add some plastic snow and glitter to the jar, then fill it with water. Put glue around the dry inside edge of the lid and screw it on tight. Finally, children glue a felt circle on the lid and turn the jar upside down. When children shake the jars, their snowstorms will come to life and they can remember the fun they had (or imagined!) in the snow.

The Long Dull Winter

program number 315

Arthur and the gang are suffering from an acute lack of holidays, so they decide to invent one of their own.

Class Book/Recipe Instructions

A Class Book

There are many different ways to assemble a class book. Try using one of the following methods:

- **Fold the pages accordion-style. Hang from a bulletin board or use as a wall chart.**
- **Fold several pieces of paper in half. Nest the pages one inside the other, and then staple down the center.**
- **Punch two or three holes along the side or top of a page. Use ring binders, ribbon, pipe cleaners, string, shoelaces, or yarn to connect the pages.**
- **Roll up a long sheet to make a scroll book. Store in a decorated paper towel roll.**
- **Staple along the edges of the pages and cover with colorful tape.**

Use sturdy paper for the cover and decorate with wrapping paper, fabric, cut-outs from magazines, or tinfoil. If you are going to make copies, don't use dark-colored paper inside.

Fossil Clay

2 cups flour
1 cup salt
1 cup cold water

Mix all the ingredients together in a bowl. Knead for 5–10 minutes (children like to help with this!). Roll out dough to 1/4-inch thickness. Cut into 2-inch squares. Have children press a small object into the clay and then remove the object. Bake at 325 degrees Fahrenheit for 1–2 hours, turning fossils over halfway through cooking time. (Or air-dry for 1–2 days.)

ARTHUR™ Episode Descriptions

Each half-hour of ARTHUR includes two 12-minute programs and one 2-minute break featuring children participating in an ARTHUR activity. Try using some of the activities with your kids. Programs paired together are listed below. Contact your local public television station (see the directory on pages 24–25) for the dates and times in which the episodes are shown. You'll need to refer to the episode by program number (301, 302, etc.)

These brand-new ARTHUR episodes premiere November 1998!

You can tape any ARTHUR episode and use it for up to one year after the broadcast date.

301

Buster's Back
Buster's coming home! But Arthur's worried that Buster will be different. Will he still want to hang out with plain old Arthur?

The Ballad of Buster Baxter
A minstrel moose sings the story of Buster Baxter, who worries that his friends have changed while he was away.

302

D.W. All Fired Up
D.W. is afraid of an upcoming fire drill, so she decides to stay home from school until the drill is over.

I'd Rather Read It Myself
The Tibble Twins seem able to do everything better than D.W., but they're really impressed when she tells them she can read. Can she?

303

Arthur Goes Crosswire
Arthur's been acting just like Muffy ever since he went out on her yacht. Vomitrocious! Can he be "de-Muffified"?

Sue Ellen and the Brainosaurus
Sue Ellen and the Brain are paired up for a class project, and Sue Ellen expects them to work as a team. Will the Brain tolerate anyone messing with his perfect A?

304

Background Blues
While exploring her family background Francine imagines all kinds of exciting ancestors. But she learns to be proud that her grandfather used to own a restaurant.

And Now Let's Talk to Some Kids
The Magic Toolbox show is coming to Mr. Ratburn's class to put the kids on TV! The children prepare to showcase their talents for stardom.

305

The Chips Are Down
D.W. ate a beautiful green potato chip. But now she thinks it was poisonous. She resolves to live what's left of her life to the fullest.

Revenge of the Chip
D.W. just can't live down that green potato chip story. When it hits the local paper, she figures she'll have to wear a football helmet for the rest of her life.

306

Binky Rules
When the words "Binky Rules" start appearing in graffiti all over the school, Mr. Morris thinks Binky must be to blame.

Meet Binky
Arthur and the gang have tickets to see the band called Binky—the newest, hottest craze in Elwood City.

307

Arthur Rides the Bandwagon
Arthur tries to avoid the new fad toy called Woogles. But when all his friends have one, he feels left out.

Dad's Dessert Dilemma
Arthur is embarrassed by Dad's dessert experiments, until his friends try one and love it. Soon Arthur is volunteering Dad to provide desserts for them.

308

Popular Girls
Sue Ellen and Fern take a popularity quiz. The results tell them they'll have to change their personalities to make everyone like them.

Buster's Growing Grudge
Buster makes up a joke, which he thinks is guaranteed to get him an A on a school report. But when Binky tells the class his joke, Buster is furious.

309

Arthur's Treasure Hunt
How can Arthur become a famous discoverer of lost civilizations when his mom won't let him dig up the backyard?

Return of the King
At a field trip to the Renaissance fair, Mr. Ratburn's class can't seem to win any events against the class led by his former teacher and archrival, Mr. Pryce-Jones.

310

Attack of the Turbo Tibbles
After watching a forbidden (and violent) kids' show, the Tibble Twins start playing roughly.

D.W. Tricks the Tooth Fairy
D.W. wants money to buy a new toy. She hasn't lost any teeth, but can she pull a fast one on the Tooth Fairy to get some much needed change?

311

Double Tibble Trouble
When Timmy Tibble falls sick, D.W. and Emily try to keep Tommy cheered. But Tibble games, like pretending to be an airplane, can be exhausting.

Arthur's Almost Live Not Real Music Festival
Arthur and the gang use a cardboard box to create their own videos, ending up with a musical extravaganza celebrating books and the library.

312

What Scared Sue Ellen?
Sue Ellen's not afraid of much, but when she hears a howling noise in the woods, she's scared.

Clarissa Is Cracked
Grandma Thora entrusts D.W. with her beloved doll Clarissa. But can D.W. take good care of this treasure?

313

Arthur's Dummy Disaster
Shy George becomes popular when he brings a wooden dummy to school. But can George still be cool when everyone tires of the dummy?

Francine and the Feline
Arthur thinks the best pet to have is a dog—he can't believe Francine's fallen for a cute little kitten!

314

Mom and Dad Have a Great Big Fight
Some spilled milk and a forgotten dinner party cause Mom and Dad to argue. But Arthur and D.W. wonder if it's their fault.

D.W.'s Perfect Wish
Turning five is a major event, and D.W. is determined to make this birthday wish really count.

315

Arthur and D.W. Clean Up!
Arthur will make it to the Happy Crazy Wow Day at the park only if he and D.W. can work together to clean their rooms.

The Long, Dull Winter
Arthur and the gang are suffering from an acute lack of holidays, so they decide to invent one of their own.

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Looking for episode descriptions for Seasons One and Two? Check out the ARTHUR Web site at **www.pbs.org/arthur** or e-mail **WGBH_Materials_Request@wgbh.org**

ARTHUR™ Resources

Arthur Books

Available from Little, Brown and Company

Arthur and the True Francine
Arthur Babysits
Arthur Goes to Camp
Arthur Lost and Found
Arthur Meets the President
Arthur Writes a Story
Arthur's April Fool
Arthur's Baby
Arthur's Birthday
Arthur's Chicken Pox
Arthur's Christmas
Arthur's Computer Disaster
Arthur's Eyes
Arthur's Family Vacation
Arthur's First Sleepover
Arthur's Halloween
Arthur's New Puppy
Arthur's Nose
Arthur's Pet Business
Arthur's Teacher Trouble
(also available in Spanish)
Arthur's Thanksgiving
Arthur's Tooth
Arthur's TV Trouble
Arthur's Valentine
D.W. All Wet
D.W. Flips!
D.W. Rides Again!
D.W. the Picky Eater
D.W. Thinks Big
D.W.'s Lost Blankie

Available from Random House

A, B, C Reach for the Stars
Arthur Counts
Arthur Decks the Hall
Arthur Goes to School
Arthur on the Farm
Arthur Tricks the Tooth Fairy
Arthur's Boo-Boo Book
Arthur's Neighborhood
Arthur's Reading Race
Arthur's Really Helpful Bedtime Stories
Arthur's Really Helpful Word Book
D.W.'s Color Book
Glasses for D.W.
Kiss Hello, Kiss Goodbye
Say the Magic Word
Where's Arthur's Gerbil
1, 2, 3 Monsters on Parade!

Chapter Books
Arthur Accused!
Arthur and the Lost Diary
Arthur and the Popularity Test
(available December 1998)
Arthur Makes the Team
Arthur Rocks with Binky
Arthur's Mystery Envelope
Buster's Dino Dilemma
The Crunch Cereal Contest
Locked in the Library!
The Mystery of the Stolen Bike
The Scare-Your-Pants-Off Club
Who's in Love with Arthur?

Paperback Book and Cassette Packages
(stories read by Marc Brown)
Arthur Babysits
Arthur Goes to Camp
Arthur Meets the President
Arthur's April Fool
Arthur's Baby
Arthur's Eyes
Arthur's Family Vacation
Arthur's Halloween
Arthur's Pet Business
Arthur's Teacher Trouble
Arthur's Tooth

Arthur CD-ROMs (Brøderbund)

Arthur's Birthday
Arthur's Computer Adventure
Arthur's Reading Race
Arthur's Teacher Trouble
D.W. The Picky Eater

ARTHUR Audiocassettes (Listening Library)

Arthur Accused!
Arthur Makes the Team
Arthur's Mystery Envelope
The Crunch Cereal Contest
Locked in the Library
The Scare-Your-Pants Off Club

ARTHUR Videos

Call (800) 733-3000 to order the following ARTHUR videos from Random House, or check with your local bookstore or library.

Arthur Makes the Team★/Meek for a Week★
Arthur Writes a Story★/Locked in the Library
Arthur's Baby★/D.W.'s Baby
Arthur's Chicken Pox★/Arthur and the True Francine★
Arthur's Eyes★/Francine's Bad Hair Day
Arthur's First Sleepover★/Arthur's Lost Dog
Arthur's Lost Library Book/D.W.'s Imaginary Friend
Arthur's New Puppy★/Buster's Dino Dilemma
Arthur's Pet Business★/D.W. the Copycat
Arthur's Teacher Trouble★○/Arthur's Spelling Trubble★○
Arthur's Tooth★/Sick As a Dog
D.W.'s Blankie/The Perfect Brother
D.W. the Picky Eater★/Buster and the Daredevils
D.W. Rides Again★/Arthur's Cousin Catastrophe

★ book-based stories
○ originally titled "Arthur and the Real Mr. Ratburn"

Sing along with *Arthur and His Friends*, a new CD featuring the best-loved music from the series. Available from Rounder Records in record and toy stores.

How to Find Out When ARTHUR™ Is Broadcast

Call your local public television station to find out broadcast dates and times for ARTHUR. If you want to know when a specific episode will be broadcast, please refer to the program numbers that accompany the episode list on page 22. Some educators have experienced difficulty in finding the episodes they want due to changes in broadcast schedules. You may want to ask colleagues or volunteers to tape the programs during the day so you can build up a video library of ARTHUR episodes.

Alabama

ALPTV
(205) 328-8756

Alaska

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(907) 563-7070
KTOO
Channel 3/Juneau
(907) 586-1670
KUAC
Channel 9/Fairbanks
(907) 474-5038
KYUK
Channel 4/Bethel
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(520) 621-5828

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WPBA
Channel 30/Atlanta
(404) 827-8900

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Hawaii

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Channel 8/Wichita
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KTWU
Channel 11/Topeka
(913)231-1111

Kentucky

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WKPC
Channel 15/Louisville
(502) 459-9572
WKYU
Channel 24/Bowling Green
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Louisiana

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WLPB
Channel 27/Baton Rouge
(504) 767-5660
WYES
Channel 12/New Orleans
(504) 483-8459

Maine

Maine PTV
(800) 884-1717

Maryland

MPT
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Massachusetts

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WGBY
Channel 57/Springfield
(413) 781-2801

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WCML
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WCMU
Channel 14/Mount Pleasant
(517) 774-3104
WFUM
Channel 28/Flint
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(218) 751-3407
KSMQ
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KTCA
Channel 2/St. Paul &
Minneapolis
(612) 222-1717
KWCM
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(800) 726-3178
WDSE
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(816) 756-3580
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KOZK
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KNPB
Channel 5/Reno
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New Hampshire

NHPTV
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KNME
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WVIA
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(717) 826-6144
WYBE
Channel 35/Philadelphia
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Channel 6/San Juan
(787) 766-0505
WMTJ
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Rhode Island

WSBE
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South Carolina

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WNSC
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(803) 324-3184
WRJA
Channel 27/Sumter
(803) 773-5546

South Dakota

SDPB
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Tennessee

WCTE
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(931) 528-2222
WDCN
Channel 8/Nashville
(615) 259-9325
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Channel 10/Memphis
(901) 458-2521
WKOP
Channel 15/Knoxville
(423) 595-0220
WLJT
Channel 11/Lexington &
Martin (901) 587-7561
WSJK
Channel 2/Sneedville
(423) 595-0220
WTCI
Channel 45/Chattanooga
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Texas

KACV
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KAMU
Channel 15/College Station
(409) 845-5611
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Channel 13/El Paso
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KCTF
Channel 34/Waco
(254) 755-3472
KEDT
Channel 16/Corpus Christi
(512) 855-2213
KERA
Channel 13/Dallas & Fort
Worth
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(210) 270-9000
KLRU
Channel 18/Austin
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(956) 421-4111
KNCT
Channel 46/Killeen
(254) 526-1176
KOCV
Channel 36/Odessa
(915) 335-6336
KTXT
Channel 5/Lubbock
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KUHT
Channel 8/Houston
(800) 364-8200

Utah

KBYU
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UT Ed Net
(800) 866-5852

Vermont

VTETV
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Virgin Islands

WTJX
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Virginia

WBRA
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(540) 344-0991
WCVE
Channel 23/Richmond
(804) 560-8133
WHRO
Channel 15/Norfolk
(757) 889-9400
WNVT
Channel 53/Goldvein
(703) 698-9682
WVPT
Channel 51/Harrisonburg
(540) 434-5391

Washington

KBTC
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(253) 596-1528
KCTS
Channel 9/Seattle
(206) 728-6463
KSPS
Channel 7/Spokane
(509) 353-5777
KTNW
Channel 31/Richland
(509) 372-7400
KYVE
Channel 47/Yakima
(509) 452-4700

West Virginia

WNPB
Channel 24/Morgantown
(304) 293-6511
WPBY
Channel 33/Huntington
(304) 696-6630
WSWP
Channel 9/Beckley
(304) 255-1501

Wisconsin

WIECB
(608) 264-9600
WMVS
Channel 10/Milwaukee
(414) 271-1036
WMVT
Channel 36/Milwaukee
(414) 271-1036

Wyoming

WYPTV
(307) 856-6944

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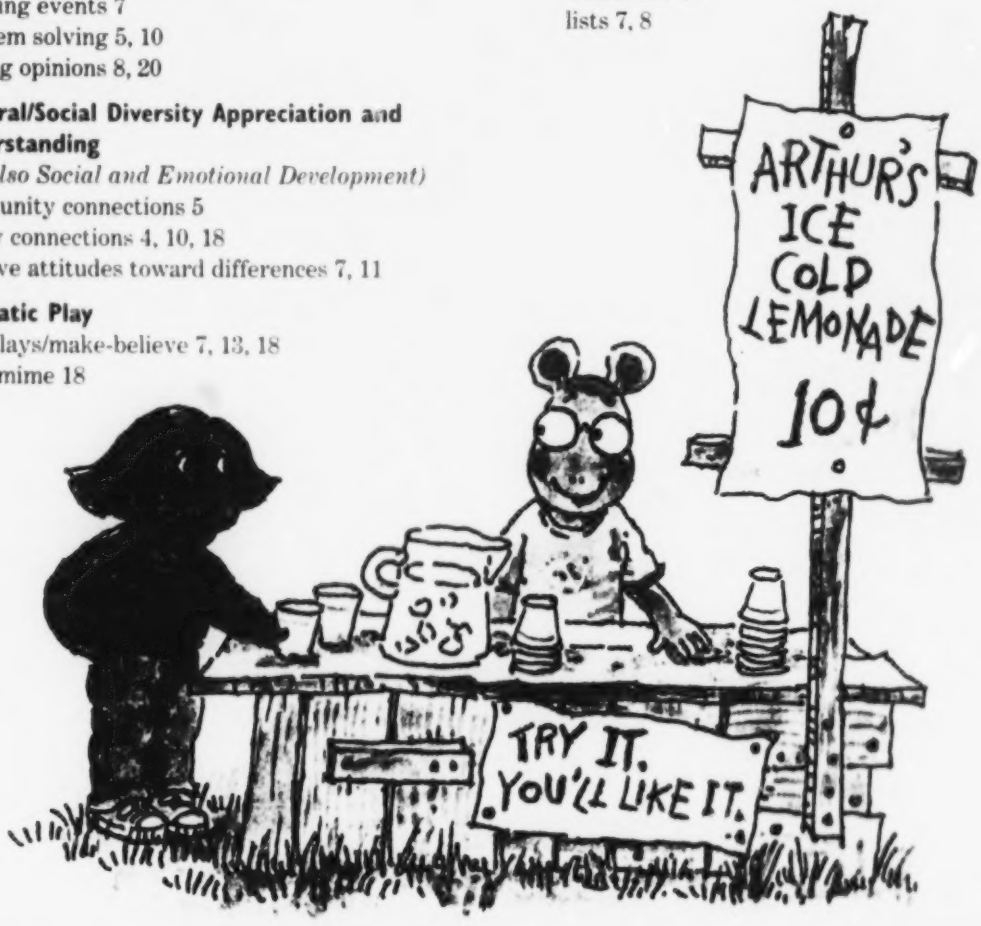

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Resources

Here's a list of some excellent resources available to help you select poems, songs, and picture books. Check with your local bookstore or library to find more titles.

Picture Books

Freeman, Judy. *Books Kids Will Sit Still For: The Complete Read-Aloud Guide.* 2nd edition. Bowker, 1990.

Freeman, Judy. *More Books Kids Will Sit Still For.* Bowker, 1995.

Gillespie, John, and Corinne Naden, eds. *Best Books for Children.* 5th edition. Bowker, 1994.

Kimmel, Mary Margaret, and Elizabeth Segal. *For Reading Out Loud! A Guide to Sharing Books with Children.* Dell, 1991.

Lipson, Eden Ross. *The New York Times Parent's Guide to the Best Books for Children.* Revised ed. Times Books, 1991.

Thomas, James L. *Play, Learn, and Grow.* Bowker, 1992.

Poetry Collections

de Regniers, Beatrice Schenk. *Sing a Song of Popcorn.* Scholastic, 1988.

Frank, Josette. *Poems to Read to the Very Young.* Random House, 1982.

Griego, Margot C. *Tortillitas Para Mamma and Other Spanish Nursery Rhymes.* Holt, 1981.

Hudson, Wade. *Pass It On: African American Poetry for Children.* Scholastic, 1993.

Prelutsky, Jack, ed. *The Random House Book of Poetry for Children.* Random House, 1983.

Song Books and Audio Recordings

Look for books and tapes by Woody Guthrie, Ella Jenkins, Hap Palmer, Raffi, Pete Seeger, and Sharon, Lois & Bram. Recorded compilations such as *Fiesta Musical, A Child's Celebration of Rock 'N' Roll, Choo Choo Boogaloo, and Reggae for Kids* can really get children moving. You may also enjoy the following songbook compilations:

Fox, Dan, ed. *In and Out the Window: An Illustrated Songbook for Young People.* Holt, 1987.

Guthrie, Woody. *Woody's 20 Grow Big Songs.* HarperCollins, 1992.

Raffi. *The Raffi Singable Songbook.* Crown, 1987.

Sharon, Lois & Bram. *The All New Elephant Jam.* Crown, 1989.

Silverman, Jerry. *Children's Songs: Traditional Black Music.* Chelsea House, 1993.

Cooperative Games for Young Children

Smith, Charles A. *The Peaceable Classroom: 162 Easy Activities to Teach Preschoolers Compassion and Cooperation.* Gryphon House, 1993.

Wichert, Suzanne. *Keeping the Peace: Practicing Cooperation and Conflict Resolution with Preschoolers.* New Society, 1989.

Credits

This guide was produced by the Educational Print and Outreach department of the WGBH Educational Foundation.

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Funding for ARTHUR is provided by the Corporation for Public Broadcasting and public television viewers. Corporate funding is provided by Libby's Juicy Juice and babyGap.

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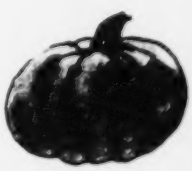

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